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SUNSOFT®

AERO THE ACRO-BAT™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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THANK YOU

... for selecting Sunsoft's AERO THE ACRO-BAT video game for the Super NES. Please read the instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

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GAME STORY

Direct your attention to the center ring!!

The star of the show—AERO THE ACRO-BAT—is about to make his entrance and dazzle you with his amazing feats of bravery. Today only, we have a special show for you. The World of Amusement Circus and Funpark has been sabotaged by the evil Edgar Ektor, an ex-circus clown bent on revenge. Ektor's henchmen include the bitter Zero the Acrobrat who's been jealous of Aero's popularity and other psycho circus performers and fair-ground freaks.

Now, the moment you've been waiting for. I'd like to introduce the amazing, the one-and-only...

AERO THE ACRO-BAT!!!

The master of acro-bat-ics blasts out of cannons, dives through hoops of fire, plunges into water tanks, hangs on to a speeding roller coaster out of control and bungee jumps over rocky waters. These are only a few of the stunts he shall perform to make the World of Amusement safe for the spectators. Aero uses his power drill and magic stars to dispose of the circus enemies. He must fend off the fire-breathers and knife-throwers while performing in the Circus and Funpark. Then Aero will travel through the Woods to get to the Museum of Horrors. This is where the showdown between Aero and Edgar Ektor and Zero will take place. No other circus show can compare!

This is unlike any game you've ever played. There are thrills, chills, and sometimes spills, so look out below—here comes AERO!

HOW TO START THE GAME

Make sure the power switch is OFF. Place the AERO THE ACRO-BAT Game Pak into the game slot. Turn Power switch ON.

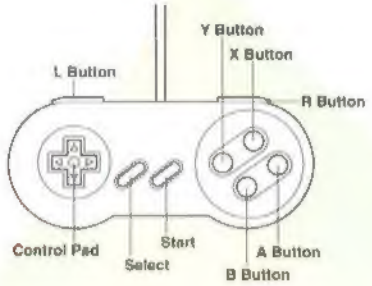
NEW GAME OR OPTION

At Title Screen press START to begin game.

If you would like to change your controller setting go to the "OPTION" mode by pressing down and then press START. A sound test is also an option. Go to "EXIT" option and press "START" to Start game.

USING THE CONTROLLER

- **Control Pad**—Aero can walk and view.
- **Start Button**—Pause and resume game. Press to begin game.
- **Button Y**—Throw stars
- **Button B**—Jump and Drill.
- **Button X**—View and Hover



Note: All controls correspond to the default setting

Start Button

Press to start game.
Press to pass info screen.
Press to 'Pause' game and press again to resume gameplay.

Control Pad

At Title screen

- Press UP or DOWN to select "START" or "OPTION."

Character Actions

- Press the Control Pad toward the Right or Left and hold to walk in that direction.
- Press Down for a Defense against (shooting) Buttons.
- When in front of, or below a ladder press UP or DOWN to climb up or down a ladder. [Aero has the ability to jump up ladders and slide down ladders.]

Buttons Y, B, or X.

JUMP:

Throughout Aero's missions he will encounter enemies such as Shorties, Lava Twirlers, and Jesters. Press B to JUMP and avoid these crazy clowns or hang around and drill them.

When climbing up ladders Aero has the ability to jump. While you are climbing up, release the Control Pad, then press B, then press UP rapidly until Aero reaches the top of the ladder.

DRILL ATTACK:

Aero's drill technique is used to eliminate enemies. Once Aero is in the air, he may drill in any four directions he wants. Aero can drill UPWARD and DOWNWARD toward the RIGHT. And UPWARD and DOWNWARD toward the LEFT.

To drill Aero must first jump in the air. Press B only once. When he is in the air, press the Control Pad in the direction you want to drill, then press the Button B again. Be sure to press the Control Pad in the direction you want to drill.

DUCK:

Aero can defend against certain objects thrown by enemies. Press DOWN and Aero will be in a ducking position with his wing in front to protect him. However, this defense will not prevent any enemy from colliding with you, causing damage to Aero.

THROW:

As a secondary attack method, (aside from the drill) Aero can throw Stars, but first Aero must collect Stars, before he can throw them. Press button Y to throw a Star. **Note:** Aero can only throw stars while he is standing still or if he's jumping in the air.

CLING:

With his amazing grip Aero can walk the high wire. Aero can also hang on the high wire to cross narrow passages and avoid enemies. While standing on the high wire press Button X to hang. Press UP to get back on top of the wire. While hanging on the rope Aero can jump off the wire by pressing DOWN.

HOVER:

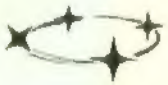
Don't underestimate the power of Aero's wings; they are completely functional. If Aero is in the air, he can hover for a short amount of time. Press button X and Aero will flap his wings for a brief moment. However Aero must touch the floor before he can hover again.

LOOK:

When Aero is standing still he can view the dangers that lie ahead of him. Press Button X and keep it depressed. Then press the Control Pad in the direction Aero should look ahead. Aero can look in eight different directions.

WARPING:

Special warp hoops provide a quick route from one area to the next. Aero must find warp hoops to exit each level.



GAME PLAY SCREEN

HERE'S THE GAME PLAN

The object of the game is stated in the info-screen just before Aero begins game play.

While Aero is trying to complete his mission he will collect food items, stars, and health A's. If Aero can collect all of the food items and stars, and still has time left, he will be awarded a "PERFECT ROUND" and one free Aero.

There are swirled striped poles with a ball resting on the bottom. These will serve as 'check points' for Aero.

Once you have completed the objective look for a set of circling gold stars to indicate the end of a level. This is the exit hoop.

CIRCUS STUNTS AND PROPS

BALLOONS: Aero can hop on balloons and float his way up hidden rooms as well as danger zones.

BUBBLE MACHINE: Aero can jump on bubbles in order to explore and defuse the booby traps. But don't stay on too long, because they will pop. Aero is able to **push** the Bubble Machine to position it for maximum access.

CANNON: Aero can push Cannons to a safe position and come plunging out of them, as do all great circus performers. First get on top of cannon and press DOWN and Aero will enter the cannon. He can control the power of the cannon by pressing the JUMP button. Next use the on-screen display gauge to select the power of the shot.

UNICYCLE RIDES: While Aero rides the unicycle on the high wire he is invincible.

TRAMPOLINE: Aero uses trampolines to soar through the air to collect stars and other items. The longer Aero bounces on it, the higher he goes. Press DOWN to decrease height.

TRAPEZE: The trapeze is constantly swinging and Aero must swing from one trapeze to the other.

SEE-SAWS: These are a lot more complicated with only one person. But don't worry, Aero is pretty smart, he'll use the ball's momentum to shoot him upward.

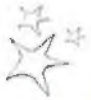
ITEMS

FOOD ITEMS: Aero uses food to build up his points. Cupcakes and Hotdogs are some of the food items.

BONUS ITEM: If Aero can find the Bonus item that is hidden, he will play the bonus round.

PARACHUTE: When Aero grabs this item, he will float down from a jump and can maneuver to a safe spot.

AERO WINGS: With the energy Aero gets from these wings he is able to fly for a short time.



MAGICAL STARS: Throughout the act Aero will collect stars. He may throw them to defeat enemies.

CLOCK: This Icon adds an extra minute to your time; however if the timer goes to "0:00" the Icon will have no effect.

LIGHTNING: When Aero collects a lightning icon, he can do a double drill. This will allow him to reach higher platforms.

HEALTH BAR: Aero starts out each new life with 3 health "A"s. He can collect up to 5 "A"s and maintain his health. When the health bar is full, each "A" is worth 100 points.

FREE AERO: By collecting adorable little Aero heads, Aero the Acro-Bat can earn free lives.

INVINCIBILITY STARS: When Aero picks up this icon he will be invincible from all enemies.

SCORING & BONUSES

Points are given for collecting food items, completing certain circus stunts and disposing of certain enemies.

FOOD

Suckers - 100

Cheese - 150

Soda - 200

Hot Dogs - 250

Cupcakes - 300

CIRCUS STUNTS

Hoop - 100

Paper Hoop - 150

Flaming Hoop - 100

BONUSES

20,000 points - Free Aero

Perfect Round - Free Aero

ENEMIES

Spinning Clown—50

Shorty—100

Bruno the Trapeze Artist—150

SCORING & BONUSES, CONT.

ENEMIES, CONT.

Marko Helmet—150

Baz the Bomber—150

Ferris Freddy—150

Bertha the Ballerina—200

Franco the Fire Breather—200

Jester—100

Ghosty—50

Colin the Crazed Clown—50

Mechanical Mike—50

SCORING & BONUSES, CONT.

ENEMIES, CONT.

Marvin the Magician—50

Buttons—900

CONTINUES

After all of Aero's lives are gone, he will have a continue option. A total of 3 continues will be granted to Aero.

The continues option leaves you at the beginning of the last world Aero visits. If Aero loses all of his lives in Funpark Act 3 and chooses to continue, he will start the game at Funpark Act 1.

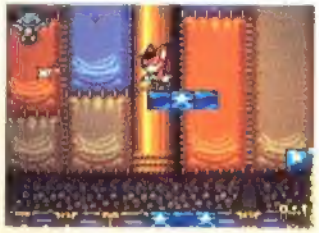
CIRCUS

The show begins under the Big Top in front of a capacity crowd. The situation is tense for Aero, but he'll pull out all the stops. Aero must make the circus safe from the saboteurs but if the crowd finds out there's danger, mass panic will break out. As the saying goes, "The show must go on!

Act 1: Jump on 7 Star Platforms- The object in this level is to find 7 starred blue platforms, and then melt them by jumping on top of them. You must jump on them as many times as there are stars on them.

Act 2: Find Key and Rescue Aerial- In this level Aero has to find a key that is hidden somewhere. Ektor's men have kidnapped Aerial and locked her in a cage. Once Aero finds the key he must rescue Aerial who is trapped in a cage.

Act 3: Jump on 15 Star Platforms



Act 4: Jump Through 25 Magic Hoops- When Aero jumps through these hoops they will disappear.

Act 5: Turn On All Lights- In this level the "Lights Are Out." Aero's object is to turn on all 4 light switches so the audience can see him in action.

BOSS: Meet The Stilt Brothers- As the two brothers juggle away you must "Drill" them down to the floor. But watch out for flame on the ground. Keep'em even.

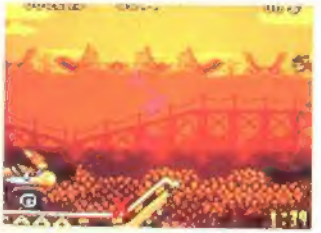
Bonus Act: In one of the earlier Acts there will a "B" that is hidden somewhere in the room. Aero must find it in order to play the Bonus Act.

FUNPARK

Outside the circus is a funpark full of every exciting ride imaginable. Besides your basic roller coaster and ferris wheels, there are rotors and giant swings. If only they were safe for enjoyment of the circus crowds. It's Aero's job to make sure no one gets hurt on any of the rides or by any psycho circus performers.

Act 1: Jump on 5 Star Platforms- In this level you must find 5 starred platforms.

Act 2: Ride the Aero Coaster— While riding the Coaster, Aero is able to jump and duck to avoid spiked walls and deep ditches.



This jump is rather difficult so here's a hint. Before the track starts to bend upward, Aero should jump. "X" marks the spot.

Act 3: Keys Open Doors—This Act is divided into 4 sub-levels. Aero must first find a key to open each door. There are a total of 4 doors to open.

Act 4: Ride the Rotor—Aero is strapped in and ready to move. Press Direction Pad UP or DOWN to maneuver him. You must complete 3 different rides. *Look Around!*

Act 5: Jump Through 25 Magic Hoops—Don't forget to pick up the lightning bolts for a double drill.

BOSS: MECHANICAL CLOWN: Zero will go to any lengths to stop Aero. The object is to drill at the nose. The Clown might start to cry, but don't let back. Try not to stay in the same spot too long or else you'll get squeezed by the mechanical hand.

BONUS: Stay Alive.

THE WOODS

Aero is lost in the woods and he must find his way to Edgar Ektor's evil headquarters. If only Aero knew what awaits him!

Act 1: Find the exit—Don't be fooled Aero. The map is extremely large and Aero can get lost rather easily.

Act 2: The Barrel Roll—Aero is rolling up and down hills in a wooden barrel. Press Jump button to avoid water and spikes.

Act 3: Do the Bungee—Aero will perform a Bungee Jump. While doing the Bungee Aero must pick up a key then open the door to go on. There are a total of 3 jumps.

Act 4: Ride The Rapids—Get ready for some slippin' and slidin' because Aero has to ride the rapids. Aero now has the ability to Jump and Duck to avoid hitting the spikes.

MUSEUM

The mystery of the museum, filled with Horrors, awaits Aero. Only from a mind as evil as Edgar Ektor's could come something as perverse as the Museum of Horrors. Here is where Aero must find Zero and Edgar and put them both to an end. Be ready for "Green Slime," bolts of lightning, Marvin the Magician, and Mechanical Mike. Good Luck...you're going to need it!

HIGH SCORES

HIGH SCORES

HIGH SCORES